Nintendo GameCube^{TM} Nomenclature
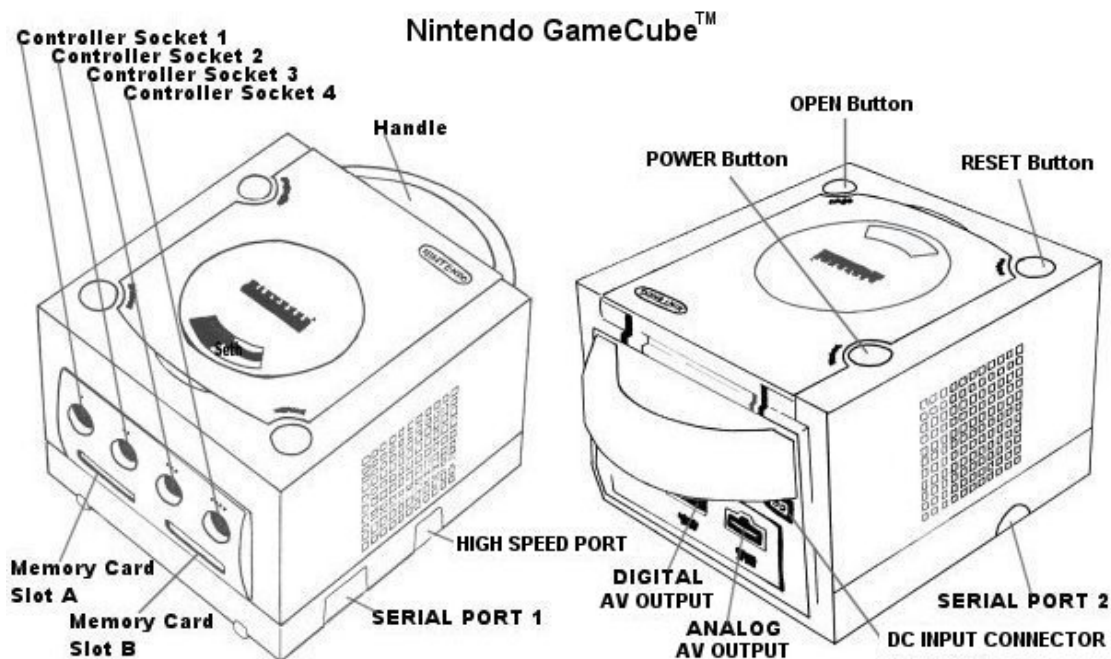
Version 1.01

The following acceptable (and unacceptable) terms have been established for your reference, when referring to the Nintendo GameCube™ system and its components.

Nintendo GameCube^{TM}

Acceptable	Unacceptable
Nintendo GameCube^{TM} (console)*	Control Deck, Deck, Control, main unit
POWER Button	ON/OFF Switch, Power Switch, Power
RESET Button	Reset Switch, Reset
Optical Disc Drive	DVD Drive, Disk Drive, DD
OPEN Button	Eject Button
Controller Socket (1, 2, 3, or 4)	Controller Port, Controller Jack, Joy Port
Memory Card Slot A, Memory Card Slot B	Expansion Port, DIGI SLOT, Expansion Slot, DIGI CARD Slot
Digital A/V Output	A/V Port, A/V Socket
Analog A/V Output	A/V Port, A/V Socket
DC Input Connector	POWER, Power Port, Power Socket
High Speed Port	36-P, 36 Pin Socket, 36 Pin Port, Expansion Port
Serial Port 1, Serial Port 2	12-P, 12 Pin Socket, 12 Pin Port, Expansion Port
Disc Cover	
Name Plate	
Disc Release Button (under Disc Cover)	
Lens (under Disc Cover)	

Note*: The parentheses "( )" denotes that "console" is a lesser acceptable form. Please use "Nintendo GameCube™" when referring to this component unless it is awkward in the sentence.

It is acceptable to use "Nintendo GameCube™" as well, when referring to the Nintendo GameCube™ system. If a need arises to distinguish between the Nintendo GameCube™ component and the Nintendo GameCube™ system, please feel free to use "Nintendo GameCube™ system".

Nintendo GameCube™

Controller Socket 1
Controller Socket 2
Controller Socket 3
Controller Socket 4
Handle
OPEN Button
POWER Button
RESET Button
Memory Card Slot A
Memory Card Slot B
HIGH SPEED PORT
SERIAL PORT 1
DIGITAL AV OUTPUT
ANALOG AV OUTPUT
DC INPUT CONNECTOR
SERIAL PORT 2

Please preface Nintendo GameCube™ components with "Nintendo GameCube™" the first time they are used in a document. Thereafter, the component's short title (initial caps except where noted) may be used in the same document.

For example:
The Nintendo GameCube™ Memory Card is used to save your game data.
The Memory Card can be inserted into the Nintendo GameCube™ Memory Card Slot A or Memory Card Slot B.

NOTE: This requirement does not apply to text contained within a game program, due to space and memory limitations. For example, "Controller" or "Memory Card" are both acceptable whenever they are used in screen text or messages in a game.

Nintendo GameCube™ Controller

Acceptable	Unacceptable
Nintendo GameCube™ Controller, Controller	Joy Controller, Game Controller
A,B,X,Y,Z,L,R Button	Left Button, Right Button, Trigger
Control Stick	Joystick, Joy Control, 3-D Stick
+Control Pad	D Pad, Direction Pad
C Stick (✦,➚,➔,➘,✦,➙,✦,➘)	Sub Control Stick, Joystick, C Pad, C Control
START/PAUSE, START	PAUSE, Start Button, Pause Button

NOTE: The graphic displayed above is for demonstration use only, and is not intended to be used in Nintendo GameCube™ software. For access to high-resolution artwork that may be used in your game, please contact Sandy Hatcher at NOA-Licensing, (425) 861-2091. Ask for access to Nintendo's proprietary artwork web site (NGL.nintendo.com).

Nintendo GameCube™ Devices

Acceptable	Unacceptable
Nintendo GameCube™ Game Disc	Disc, Disk, Game Disk, DVD
Nintendo GameCube™ Memory Card	Memory Pak, Expansion Memory, Card
Nintendo GameCube™ Wireless Controller (WAVEBIRD), WAVEBIRD	
Nintendo GameCube™ Wireless Receiver	
Rumble Feature, Rumble Motor	Rumble Pak, Vibration Feature
Nintendo GameCube™ AC Adapter	
Nintendo GameCube™ Game Boy Advance cable	

Nintendo GameCube™ Main Menu Screens

- Game Play Screen
- Option Screen
- Calendar Screen
- Memory Card Screen

Nintendo® Accessories Compatible with Nintendo GameCube™

For detailed descriptions and usage of these accessories, please refer to the
Nintendo GameCube™ Instruction Booklet (shipped with all Nintendo GameCube™ systems).

- Stereo AV Cable
- S-Video Stereo AV Cable
- Component Cable
- RF Switch
- RF Modulator